Sensory Circuits





Sensory Circuits are a structured set of physical activities designed to energise, regulate and calm the nervous system. It aims to achieve an optimal level of alertness for engaging in learning experiences.

Some children and young people whether due to early life experiences, ill health or neurodevelopmental disorders do not develop the pathways for sensory integration required to adequately process information they receive through their senses, make sense of that information and respond appropriately. Children can be under sensitive (hypo) and/or over sensitive (hyper) to a range of stimuli affecting one or more of their senses (sight, sound, taste, smell, touch/tactile, vestibular, proprioceptive). This will have a huge and wide ranging impact on potentially all areas of development. While sensory circuits can't themselves resolve sensory processing difficulties, they can help to mitigate the impact of them for short periods of time and support the child or young person to be more alert, focused and engaged. Circuits can be done at school or at home and short, more regular circuits are likely to have the biggest impact particularly prior to any activity that requires focus and thinking.

Benefits can include:

- o Improvements in self-esteem
- Development of physical skills
- Improved focus and attention
- o Improved communication skills



The Sensory Circuit

The circuit runs in three sections with a consistent order

Alerting

The aim of this 1st section is to provide vestibular and proprioceptive stimulation. Alerting activities are designed to get the body moving, blood flowing, and ear fluid moving through head movements preparing the brain for learning. Any type of movement will stimulate the vestibular receptors, but spinning, swinging, and hanging upside down provide the most intense, longest lasting input.

Organising

This section includes activities that require motor sensory processing, balance and coordination. The child needs to organise their body, plan their approach and multi-task in a sequential order. These activities engage and promote executive functioning skills which are essential for problem solving, planning and impulse control.

Calming

These activities use deep pressure and heavy muscle work to calm and organise the senses to improve concentration and focus. The calming activities are very important as they provide input to ensure that children finish the circuit calm, centred and ready for the day ahead. Activities typically include proprioceptive or deep pressure exercises and should be done at a slow pace.

You can spend as much or as little time as you need to on each activity and section – be guided by the child – 10 seconds might be enough while other activities might take a bit longer. If a child is usually under stimulated, spend longer on alerting. If they are over stimulated, spend longer on organising and calming activities.

Visual Prompts

It can be helpful to visually map out the circuit either with pictures at each station so the children physically move to each new activity, or a picture on the board to signal the next activity, or create a sensory circuit journey along a corridor. See ideas at the end.

Equipment

These circuits have been designed with minimal or no equipment required, however, if space and equipment is available, ideas for incorporating items are also provided.

Section 1 Alerting Activities

Minimal Equipment

Star jumps	
Bunny hops, crab walks, frog jumps – a visual path to follow can help with this one	
Hopping	
Wall jumps – jump against a wall trying to hit a higher point on the wall each time	
Running on the spot	
Jump forward and backward between 2 points	
Crouch to jumping jack and back to crouch	
Sprints – trying to beat the previous time	

With Equipment

Activity	Equipment
Skipping	Skipping ropes
Bouncing, jogging, star jumps, catching a ball while jumping on	Trampette
a trampette	
Jumping off a trampette onto a mat – 5 bounces then jump;	Trampette
star jump; jump twice, clap twice in the air then land	Crash mat
Space Race – jump around a course of cones on a space hopper	Space hopper
or just jump feet together if no space hopper available	Cones to make a course
Bounce while sitting on an exercise ball	Exercise ball
Jogging – on the spot, between cones, jog to a cone and do	Cones
jumping jacks or standing sprints	
Hopscotch	Tape or chalk to mark out a
	hopscotch course
Hula Hoop – rotate as many times as possible, work up to doing	Hula hoop
this blindfolded	Blindfold
Step ups – work on alternating lead leg, increase speed, step up	Bench or step
and jump back down	
Climbing on, jumping from, hanging upside down from a	Climbing frame
climbing frame	

Section 2 Organising Activities

Minimal Equipment

Follow a chalk line drawn on the floor
Copying Sequences. Children copy a series of actions determined by the adult. Increase the
number of actions gradually. Let the children take a turn of making up the sequence
Simon Says game
Blow a paper ball along a path or to hit a target
Throw a small item into any container varying the distance and angle
Throw an item in the air and count how long it takes to come back down
Throw an item between both hands
Log rolls, hands clasped and arms stretched out above head – how many rolls can they do?
Infinity Walk: walk round 2 chairs, in and out in a figure of eight. Repeat with eyes closed.
Commando crawling
Wheelbarrow – hold the child's feet and encourage them to walk on their palms

With Equipment

Activity	Equipment	
Assault Course – be creative!	Bench	
Walk along a bench, crawl under a chair, throw a bean bag into a	Bean bags	
bucket	Bucket/target	
Walk along a bench with a bean bag on their head, turn around, catch a ball		
Floor is lava – walk heel to toe along a line or make a path with 2	Court line	
ropes – keep inside the lines!	Rope	
Make a path between 2 cones with not enough 'stone's (ie they	Cones	
must bring the mats they've previously used and place them	Stepping stones/mats	
ahead so they can cross)		
Rolling Ball – lie with tummy on top of the ball with arms	Exercise ball	
stretched out and palms on the floor, walk out hands as far as		
possible so the ball moves down to the child's legs/feet and		
return to the start. Or while in this position pick up and throw a		
bean bag at a target.		
Balance or walk along a beam	Beam, bench	
While in a crouched position complete an activity e.g a jigsaw,	Any resources available	
stack cups, throw a bean bag in a cup,		
Throw beanbags or ball into a box or basket – move the	Throwing item and container	
container to different distances and angles		
Throw and catch while sitting on a wobble board or cushion	Wobble board or cushion	
Bend a rope into different shapes - walk along it and jump over it	Rope	
from side to side.		

Section 3 Calming Activities

Minimal Equipment

Push the Wall Standing - facing the wall with feet about 2 feet away from the wall, place both hands and encourage the child to push the wall away as hard as possible.

Push the Wall Feet - lying on the floor with legs at 90 degree angle and feet flat on the wall, push the wall away as hard as possible

Push the Wall Back! Get the child to stand as straight as possible with their back to the wall (as if you are checking their height)

If a child struggles to keep their back against the wall it's an indication of difficulties with vestibular and proprioceptive processing – practicing this every day can help!

Sit or stand, place hands on head with fingers crossed and press down for 10 seconds, release then repeat

Squeeze roll – lying on your back, bring legs up to chest, hug with arms and gently roll from side to side

Deep pressure massage on hands or arms

Squeeze and relax a small toy, fidget toy, cushion, lemon or hands

Press ups – use the wall, benches, floor, on hands and knees or legs extended. Encourage the movement of bending at the elbows.

Yoga poses

Breathing and mindfulness exercises

Blowing bubbles

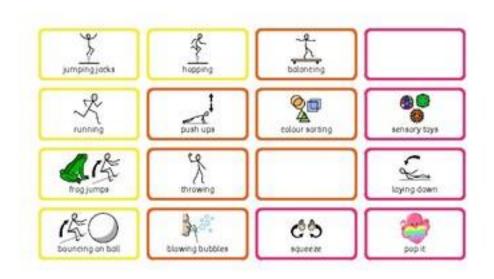
With Equipment

Activity	Equipment	
Heavy assault course – fill a backpack with heavy items) or pull a	Backpack filled with books,	
trolley filled with heavy items) and move around a course of cones,	heavy items (check the	
extend to involve bending to pick up items	child can carry it without	
	affecting posture)	
Plank – lying face down on the floor, the child comes up onto	Gym mat	
forearms and toes. Encourage a flat back. Hold for 10 seconds and		
increase the time.		
Heavy blanket – sit or lie under with soothing music	Weighted or heavy blanket	
Wall hanging – holding on to wall bars or a climbing frame allow the	Wall bars	
child to hang.	Climbing frame	
Tyres – lifting, moving, pushing	Tyres	
Tight Squeeze – there are lots of ways to provide deep pressure – it	Blanket	
often involves trial and error to see what the child prefers:	Bean bags	
 Sausage roll – roll them up tight in blanket or yoga mat and 	Yoga mat	
apply light pressure to their back (always check they can	Gym ball	
breathe ok)		
 Child lying on front, use bean bags or exercise ball to apply 		
light pressure to the back, legs and arms		

Visualising Sensory Circuits

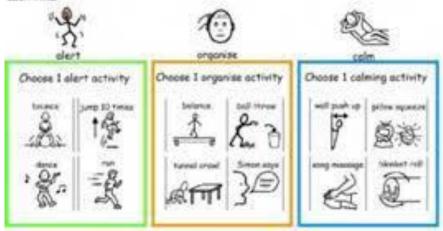


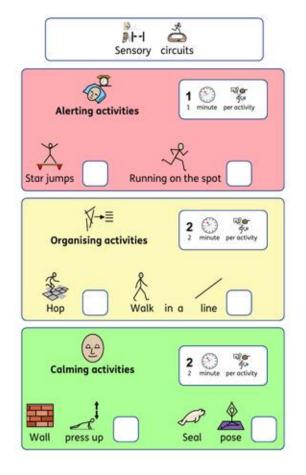




Sensory Circuit

Choose an activity from each section to make a mini Sensory obstacle course. You can use items from home and change the activities a few times to create a brand new course each time.





Alerting Activities





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GARDEN YOGA FOR KIDS



Pretend to be a tree

Tree Pose: Stand on one leg. Bend the other knee and place the sole of your foot on your inner thigh. Sway like a tree in the breeze. Now the other side.



Pretend to be a frog

Squat Pose: Come down to a squat with your knees apart and arms resting between your knees. Touch your hands to the ground. Jump like a frog.



Pretend to be a seed

Child's Pose: Sit back on your heels and bring your forehead down to rest on the floor. Pretend to be a seed in the garden.



Pretend to be a butterfly

Cobbler's Pose: Sit on your buttocks with a tall spine. Bend your legs with the soles of your feet together. Flap your legs like the wings of a butterfly.



Pretend to be a flower

Flower Pose: Lift your bent legs, balancing on your sitting bones. Weave your arms under your legs, palms up. Pretend to be a flower in bloom.



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